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Learning Adobe Edge Animate Labrecque Joseph

Joseph Labrecque, Rob Schwartz



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Labrecque,2018 *Mastering Adobe Animate 2021* Joseph Labrecque,Ajay Shukla,2021-02-04 Step into the world of animation and go beyond the fundamentals of Adobe Animate to bring experiences to life through expert led content Key FeaturesProduce rich motion graphics and interactive animations for multiple platforms and discover different ways to use AnimateExplore the key features and enhancements in the latest Adobe Animate releaseTake your Adobe Animate projects to the next level by delving into creative workflowsBook Description Adobe Animate is platform agnostic asset creation motion design animation and interactivity software Complete with step by step explanations of essential concepts practical examples and hands on walkthroughs this book shows you how to use Adobe Animate to create immersive experiences by breaking through creative limitations across every medium You will begin by getting up to speed with what you need to know about Adobe Animate quickly Next you will learn how to get started with Animate as a creative platform and explore the features introduced in the most recent version of the software Moving on you ll consume and produce media assets for multiple platforms through both the publish and export workflows Following this you ll delve into advanced rigging techniques and discover how to create more dynamic animation with advanced depth and movement techniques You ll also find out how to build projects such as games virtual reality experiences and apps for various platforms The book concludes with an examination of different methods used to extend the software for various needs By the end of this book you ll be able to produce a variety of media assets motion design materials and animated artifacts and interactive content pieces all while targeting a variety of platforms including HTML5 Canvas WebGL and mobile devices What you will learnGain a solid understanding of Adobe Animate foundations and new featuresUnderstand the nuances associated with publishing and exporting rich media content for various platformsMake use of advanced layering and rigging techniques to create engaging motion contentCreate dynamic motion by using the camera and variable layer depth techniquesDevelop web based games virtual reality experiences and multiplatform mobile applicationsExtend Animate with extensions application level scripting and the creation of custom integrated tutorialsWho this book is for This book is for web graphic and motion design professionals with basic experience in animation who want to take their existing skills to the next level A clear understanding of basic animation concepts will help you to get the most out of this book and produce impressive results **Beginning**

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Learn Adobe Animate CC for Interactive Media Joseph Labrecque, Rob Schwartz, 2016-03-16 Knowing the industry standard animation and interactivity tool Adobe Animate CC previously known as Flash Professional can help you get a foothold in the exciting web design and mobile app development world Learn Animate CC by building cool creative projects that will teach you how to Design and animate vector artwork Compose an animated greeting card using HTML5 Build a promotional video with text and images animated in 3D Construct a working digital clock using ActionScript Design and code an interactive quiz for mobile devices This study guide uses more than 6 hours of video integrated with text to help you gain real world skills that will get you started in your career designing and building interactive media using Adobe Animate CC It lays the foundation for taking the Adobe Certified Associate ACA exam in Interactive Media Using Adobe Flash Professional CC name correct at press time and helps prepare you for an entry level position in a competitive job market Purchasing this book gives you access to valuable online extras Follow the instructions in the book's Getting Started section to unlock access to The Web Edition containing instructional video embedded in the complete text of the book with interactive review questions along with product updates Downloadable lesson file you need to work through the projects When creating the Adobe Certified Associate examination Adobe conducted research to identify the foundational skills students need to effectively communicate using digital media tools Based on feedback from educators design professionals businesses and educational institutions around the world the objectives cover entry level skill expectations for each topic The ACA exams have proved to be highly successful around the world To create this new product Peachpit and Adobe Press have joined forces with team of outstanding instructors who have a great track record getting students certified Rob Schwartz and his colleagues at BrainBuffet.com Joseph Labrecque is a senior interactive software engineer at the University of Denver where he also teaches classes on Adobe Animate CC formerly Flash Professional web animation graphics production and mobile application design Joseph is an Adobe Education Leader AEL and an Adobe Community Professional He received the Adobe Education Impact Award in 2010 and currently serves on the AEL Advisory Board Joseph produces written and video content for Adobe Press Peachpit O'Reilly Lynda.com and BrainBuffet.com What you need to use this book Adobe Animate CC 2015 release

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